Tags & Glossary

NAME	EFFECT
+(X) ARMOR PIERCING	The amount of Armor this Weapon ignores during the Subtract Armor Step (6c) of an attack.
+(X) PHYSICAL / IRREDUICIBLE / MAGIC DMG	The amount of Physical, Irreducible or Magic Damage. Physical is blocked by Armor. Magical ignores Armor. Irreducible ignores All. Page 44.
+(X) TO THE ATK ROLL	Ability or Value modifies an Attack Roll during Roll to Hit Step (5).
ASSEMBLAGE	A Discipline Tree. Page 34.
AVARICE (X)	Draw X extra Combatant Loot cards on top of the normal 1.
(SWORD) ATK	Make a melee Attack Action using the Combat Dice of your equipped Weapon(s) on adjacent targets. Combatants use listed die.
(ARROW) ATK	Make a ranged Attack Action using the Combat Dice of your equipped Weapon(s). Can be used adjacent. Ignores Flanking bonus. Combatants use listed die.
(SWORD & ARROW) ATK	Make an Attack Action using the Combat Dice of your equipped Weapon(s) with the (SWORD) ***or*** (ARROW) Icon.
BACKSTAB	If FLANKING, Attackers gain +2 to the Attack roll and +5 Physical Damage. This replaces the FLANKING bonuses. Page 50.
BOSS	Special Hidden Cards awarding special rewards. Re-draw any Monster Loot Cards drawn if defeated.
COLOSSAL	Figure ignores Elevation and other figures drawing Line of Sight. Figures targeting this figure ignore Elevation and other figures for Line of Sight.
CONDUIT	Adventurer who used ***Conduction Summoning*** controls this Tag.
COMBO: (X)	When a Weapon with COMBO: (X) is paired with a Weapon type matching (X), the Weapon with the COMBO tag will Gain the Abilities listed. ***Stacks unless otherwise noted. Only found on 1-Hand Weapons.***
COST (X)	Specifies how many *Summoning* Tokens need to be used to Spawn the an LOYAL ESPER.
COUNTER	Figure may make an Attack during Check if the Target Counters Step (6e) during Attacks made against them. **IMMEDEATELY** ends current Attack Action of Attacker. Page 43.
CRUOR	A Discipline Tree. Page 34.
CRUSH	While moving, this figure treats all spaces as unoccupied. After moving, deal any opponents that were moved through a **PURPLE** of IRREDUCIBLE DMG. If ending movement in an occupied space, move the former occupant to nearest space. Figures moved from Crush do not provoke Break Attacks.
DODGE	Can use the Dodge Ability. Page 50.
DOUBLE	Item may be equipped using either side of the card. Page 27.
DR or **DIFFICULTY RATING**	Ranks each Combatant in terms of tough they are to Defeat. Referenced in some Special Encounter Rules.
EMPOWER	During Choose to Empower Dice step of an Attack or SPELL, allows the addition of a **BLACK** to the roll. Page 50.
FAMILIAR	A type of card earned via the Familiar Discipline in the ASSEMBLAGE Discipline Tree.
FINESSE: (DIE)	If the listed Condition is met, this tagged Weapon will substitute their printed Combat Die (top-left corner) with the Combat Die specified after FINESSE.
FLANKING	If 2 allies are on straight, opposite sides of target, making a (SWORD) attack gains +1 ATK and +3 PHYSICAL DMG. Replaced by BACKSTAB when used. Can use REACH. Page 50.
FLIGHT	While moving, figure ignores other figures, does not provoke Break Attacks and ignores effects of all Terrain except Obstructing Terrain. May not end movement in a space occupied by another figure.
FORCE (X)	The target of your Ability must succeed a Conviction Check against the printed Force Value of (X) or be affected. Page 51.
FORCE (X) + DIFFERENCE	The target of your Attack must succeed a Conviction Check against the printed Force Value of (X) or be affected. The Force Value is increased by the difference of the Attack roll minus the opponent's Defense Value. Page 51.
FU or **FOLLOW UP**	Figures may use this Ability in the Follow Up Step (8). Page 43.
GILDED	These Combatants always give Monster Loot instead of a Combatant Loot card.
HEAL (X)	Remove (X) Damage tokens.
HEAVY	Figure reduces movement from Currents, Effects & Abilities by 1. Also have -1 Movement and -1 Agility. The Tag is cumulative and can have its effect occur from more than 1 source. *(i.e. Adventurer with 2 HEAVY Items incurs -2 to Movement)*
HULKING	Figure cannot be moved by opposing Abilities or Currents **for any reason.**
IMMUNITY: (TYPE):	Figures may have immunities to Effects or Damage Types. If Immune, may not Gain that Effect. If they have the Effect and Gain Immunity, lose the Effect. If Immune to Damage, when Calculating Final Damage from Attack or Spell, reduce Final Damage to 0.
ITEM UPGRADES	Used to augment Weapons, Cores & Armor. Purchased during Shop & Train Phase. Some require certain Materials before they become available for purchase (e.g. *REQUIRES: Water Loa Oil*).
JUMPING	During Move, declare a Jump over 1 or more spaces without being affected by Terrain effects. Cannot move through figures. Make Agility 10 Skill Check. Each extra space adds +2 Difficulty. Page 66.

NAME	EFFECT
LIGHT	Some Tags & Disciplines require this Tag to use their Ability.
LINE OF SIGHT	Draw an imaginary line from center of occupied space to target center space. If anything blocks the line, the Action or Ability cannot be performed. Obstructing Terrain, edges of a Tile and Opponents block Line of Sight. Allies do not block Line of Sight but give -1 to ATK ROLL. This stacks only with Hindering Terrain's -1 to ATK ROLL, but not itself.
LIMIT (X)	Maximum amount of tokens added per the Abilities effect.
LOOT	Combatant, Unique, Monster and Item Loot. Page 55.
LVL (X)	Every Discipline card has a LVL associated with it. Page 34.
MARTIAL	A Discipline Tree. Page 34.
MATERIAL	Found after Defeating Combatants and drawing the Monster Loot card in the Combatant Loot deck. Once drawn, the Tag unlocks all Item Upgrades associated with that Material for purchase during all Shop and Train Phases moving forward. **IMPORTANT:** Buying an upgrade **DOES NOT** discard the Material. Once acquired, these upgrades are available as long as the Material is in the parties possession.
MOVE	Make a Move Action using the figures Movement Value.
PROTECTION	When casting a SPELL against a figure with Protection, that figure adds a **BLACK** to their Conviction Dice when making a Conviction Check. All rolled in this way add +1 to the Conviction Check.
PULL (X)	Move the target up to (X) spaces ***towards*** the figure that used this Ability. Page 42.
PUSH (X)	Move the target up to (X) spaces away from the figure that used this Ability. The target ***does not*** provoke a Break Attack from the figure that used this Ability. Page 42.
REACH (X)	Melee Attacks can be made at Range (X). They are still considered Melee Attacks. Empty spaces that figures can Attack through may be counted for the purposes of Flanking.
RELENTLESS	While moving, figure treats all spaces as unoccupied. After moving, deal any opponents moved through a **PURPLE** of IRREDUCIBLE DMG and place them adjacent to this figure. If they cannot be placed adjacent, deal them **2 PURPLE** instead and place them in nearest unoccupied space. If this figure ends its movement in an occupied space, move the former occupant to the nearest empty space. Figures moved this way ***do not*** provoke Break Attacks.
RESISTANCE: (TYPE):	When calculating Final Damage from an Attack or SPELL, reduce the Final Damage dealt by half (***rounded up***).
ROUNDING	When ***any*** number in the game is cut in half, round up to nearest whole number.
SANCTUS	A Discipline Tree. Page 34.
SHIELD	Weapon that adds to Armor Value. The Range of a SHIELD is equal to the Range of the Weapon equipped in the opposite hand. If 2 shields are equipped, their Range is considered to be melee.
SKILL CHECKS	Adventurers roll **2 PURPLE** and add Skill value from card. If greater than listed check, pass. All other types roll a **BLACK** and pass on any roll but . Page 66.
SOI or **SPHERE OF INFLUENCE**	Both a type of Range and Line of Sight representing the area a figure can exert their will. Every figures base SOI Range is **4** spaces, but this can be adjusted by Items and Abilities. Opponents, allies and all Terrain ***other than*** Obstructing Terrain **DO NOT** block of hinder Line of Sight in any way.
SP or **STAMINA POINTS**	During the Action Phase, Adventurers may spend any or all of their SP to use as many of their available Abilities or Actions, ***in any order,*** as many times as they have SP for. Unless an Action or Ability specifically says that it can't be used more than once per turn (i.e. Move), it may be used as times over as they have SP to do so. **IMPORTANT:** An Adventurer ***must*** finish their current Action before starting another Action.
SWARM	No Combatant Loot is drawn until all monsters of its kind from card is removed.
SPELL (X)	Make a Spell Action using the Force Value of the Spell equaling (X) plus the result of the casters Casting Upgrade. Page 51.
SUBTERFUGE	A Discipline Tree. Page 34.
SWAP	Figure using the Ability and target of Ability are both removed from the board and then replaced in the space the other occupied. This doesn't provoke Break Attacks.
THROW: (DIE):	Deal PHYSICAL DMG equal to the listed die within Range 4 and Line of Sight. No Attack Roll is made. NOT an Attack. Counts as a Hit for effects. Cannot be Dodged. Armor still reduces Damage.
TRIVIAL	No Combatant Loot is drawn when defeated.
UNSTOPPABLE	Figure treats Obstructing Terrain as Normal Terrain while moving. Replace any Obstructing Terrain this figure moves through with Hindering Terrain.
WARP	Figure affected by this Ability is removed from the board and then placed on the space designated by the text. This doesn't provoke Break Attacks.
WEAPON TAGS	Weapons have Tags that describe what it is, e.g SWORD, WARHAMMER, TOME. Mechanically tied to using COMBO Abilities or when calculating RESISTANCE. Otherwise thematic and used to categorize weapons.

Standard Actions & Abilities

ACTION	SP	EFFECT
Move	●	Up to max Movement value. Each extra **SP** adds 2 Move. **Important:** Limited to 1 Move Action per turn.
Attack	●●	Attack target figure with equipped Weapon(s) Combat Dice.
Encounter	●	Encounter specific Actions, including activating Loot tokens.
Re-Equip	●	Equip/un-equip any Items in Pack or on person. Pack Items stay Flipped or Exhausted until normally Un-Flipped. Can take but **NOT** give Items & Companions from adjacent adventurer.
ABILITY	**SP**	**EFFECT**
Dodge	●	Roll **BLACK** ⬢ during Dodge step. Each ⛊ adds +1 to Defense. No effect on 💀.
Counter	●●	If an Attack against you deals no Final Damage, may make Attack against Attacker.
Empower	●	When building Combat Dice with Attack or determining Force of a Spell, may spend 1 SP to add **BLACK** ⬢. If 💀 rolled, the entire Attack misses. If during Spells, it fails and you suffer 3 Magic Damage and end the Spell Action.

Terrain Types

SYMBOL	EFFECT : DESCRIPTION
	NORMAL: No special effects. Can be replaced by all Terrain types.
	OBSTRUCTING: Blocks all Line of Sight. ***Not*** considered a space, and figures cannot move onto or through it. May replace all Non-Dangerous Terrain.
	ELEVATION: 4 highest, 1 lowest. Blocks LoS to higher elevations unless target is on edge of higher elevation. Higher elevation figures have LoS on all lower figures. Can move between 1 elevation normally. Elevation change of 3 will Defeat any figure who falls. Cannot Melee Attack or Break Attack figures at a change of 2 or more Elevation. Ranged Attacks may be made at any elevation as long as LoS is respected. Flanking disabled between elevations.
	HINDERING: Attacks made through and into Hindering get -1 to Attack roll. Costs 2 movement points to *leave*. May replace Normal Terrain.
	WATER: Figures in Water may **NOT** Dodge. Costs 2 movement points to leave *Water*. May replace Normal, Hindering & Muck Terrain. *Water* tokens placed have no current.
	DANGEROUS: Defeats any figures that end their turn in, end movement in or leaves a Dangerous space. May replace all Non-Obstructing Terrain.
	MUCK: Figures in Muck must spend **1 additional SP** on all Actions/Abilities. May replace Normal & Hindering Terrain.
	SPECIAL: See Special Encounter Rules in the scenario.

Combatant Loot Deck, Selling & Upgrades

LEVEL	LOOT CARDS	SELL	UNIQUE SELL	UPGRADE
MUNDANE	**4**(x3), **5**(x4), **6**(x5), **7**(x5), **8**(x5), **9**(x5), Item, Monster & Unique	5 Gold	15 Gold	15 Gold
COMMON	**5**(x3), **6**(x4), **7**(x5), **8**(x5), **9**(x5), **10**(x5), Item, Monster & Unique	10 Gold	20 Gold	30 Gold
UNCOMMON	**6**(x3), **7**(x4), **8**(x5), **9**(x5), **10**(x5), **12**(x5), Item, Monster & Unique	20 Gold	30 Gold	50 Gold
RARE	**7**(x3), **8**(x4), **9**(x5), **10**(x5), **12**(x5), **14**(x5), Item, Monster & Unique	40 Gold	50 Gold	75 Gold

Consumable Items, Monster Loot Items & Story Items cannot be sold. Item Upgrades returned.

Conviction & Casting Ratings

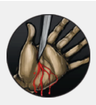
1	PURPLE	**5**	RED
2	WHITE	**6**	GREEN
3	ORANGE	**7**	GRAY
4	TEAL	**8**	BLUE

Some Abilities, Conditions or AI Steps may reference a figure's Conviction Value or Casting Value. The Conviction Value or Casting Value is calculated by adding the figure's best dice of appropriate type according to the rating list below.

EXAMPLE: If the figure had **ORANGE** ⬢ and **RED** ⬢ Conviction dice, their value would be ***8 (5 + 3)***.

Since Casting only uses 1 die, the Casting Value is simply the value of the single die.

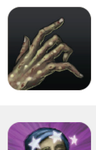
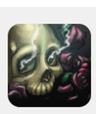
Ability Tokens

NAME	TOKEN	EFFECT : DESCRIPTION
Dodge		**DISCARD** - Dodge. ***Limit of 3.***
Heal		**DISCARD** - Spend 1 **SP** and a Figure within Sphere of Influence (SOI) ***HEALS*** 6.
Intervention		**DISCARD** - You may re-roll all dice you just rolled. ***Limit of 1.***
Vow		**DISCARD** - When you deal Damage, deal +2 Damage of the same type. ***Limit of 5.***
Summon		**DISCARD** - Spend 1 **SP** and Gain 1 towards a **LOYAL ESPER'S COST**.

Positive Effects

NAME	TOKEN	EFFECT : DESCRIPTION
Barrier		**PASSIVE** - +1 Armor
Courage		**PASSIVE** - When making an **ATK** - ✶, ⛊, or ■ add +1 Damage. **DISCARD** if you miss any attack.
Haste		**STATUS** - Gain +1 SP to spend. Does not increase max SP.

Negative Effects

NAME	TOKEN	EFFECT : DESCRIPTION
Condemn		**STATUS** - Roll a **BLACK** ⬢. If result is 💀, you are Defeated.
Darkness		**PASSIVE** - Suffer -1 Defense & you may not Dodge.
Disease		**PASSIVE** - You may **NOT** have Positive Effects. You may not remove *Damage* tokens or other *Effect* tokens.
Paralyze		**PASSIVE** - You may not take Actions or use Abilities. **DISCARD** at end of your turn.
Poison		**STATUS** - You are dealt Irreducible Damage equal to half remaining HP, rounded up.
Wilt		**PASSIVE** - When determining Damage on Attacks made against you (Step 6.d), roll a **BLACK** ⬢. For each ⛊ rolled, add +1 Irreducible Damage.

Making an Attack

1. CHOOSE THE TARGET
Select a single figure within Range as target.

2. BUILD COMBAT DICE POOL
Attacker uses dice printed on their weapon. 1-Handed Weapons have a single dice. 2-Handed

3. CHOOSE TO EMPOWER DICE POOL
Adventurer or Command Combatant may spend **1 SP** to **EMPOWER** the Attack.

4. CHECK IF THE TARGET USES DODGE
If the target is an Adventurer or Command Combatant they may spend **1 SP** to Dodge.

5. ROLL TO HIT

a. Make an Attack Roll
b. Spend Symbols & use Abilities to add to Attack.
c. Determine if you Hit. If miss, immediately continue to Step 6e "Check if the Target Counters"

6. DETERMINE DAMAGE

a. Calculate the difference by which Attack hits
b. Spend Symbols & Use Abilities that add damage
c. Subtract Armor
d. Calculate & Deal Final Damage
e. Check if the Target Counters

7. MISSED ATTACKS END

8. USE FOLLOW UP ABILITIES (FU)

Casting a Spell

1. CHOOSE THE TARGET
Select a single figure within SOI as the target.

2. DETERMINE THE FORCE VALUE OF SPELL

a. Build Force Pool: Consists of a figures printed Casting Die or Upgrade.

b. Empower: Adventurer or Command Combatant may spend **1 SP** to **EMPOWER** the **SPELL**.

c. Roll to Determine Force: Figure casting **SPELL** rolls Casting die (and, if applicable, Empower die.) Add the printed **X** value on the Spell to die result.

3. TARGET MAKES A CONVICTION CHECK
The target figure rolls the Conviction die printed on their card using any applicable upgrades.

4. RESOLVE THE SPELLS EFFECT

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